INSTRUCTION MANUAL

EVERYONE
E
CONTENT RATED BY
ESRB

MLB
PLAYERS
CHOICE

MIDWAY
SPORTS

WARNING

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

TABLE OF CONTENTS

GETTING STARTED 3

STARTING UP 4

DEFAULT CONTROLS ..... 5 - 6

MAIN MENU 7

OPTIONS 8

MEMORY 9

SEASON 10

TOURNAMENT 11

PRE-GAME SETUP ..... 12 - 13

PLAY BALL ..... 14 - 16

OFF THE FIELD 17

MANAGER TIPS ..... 18 - 22

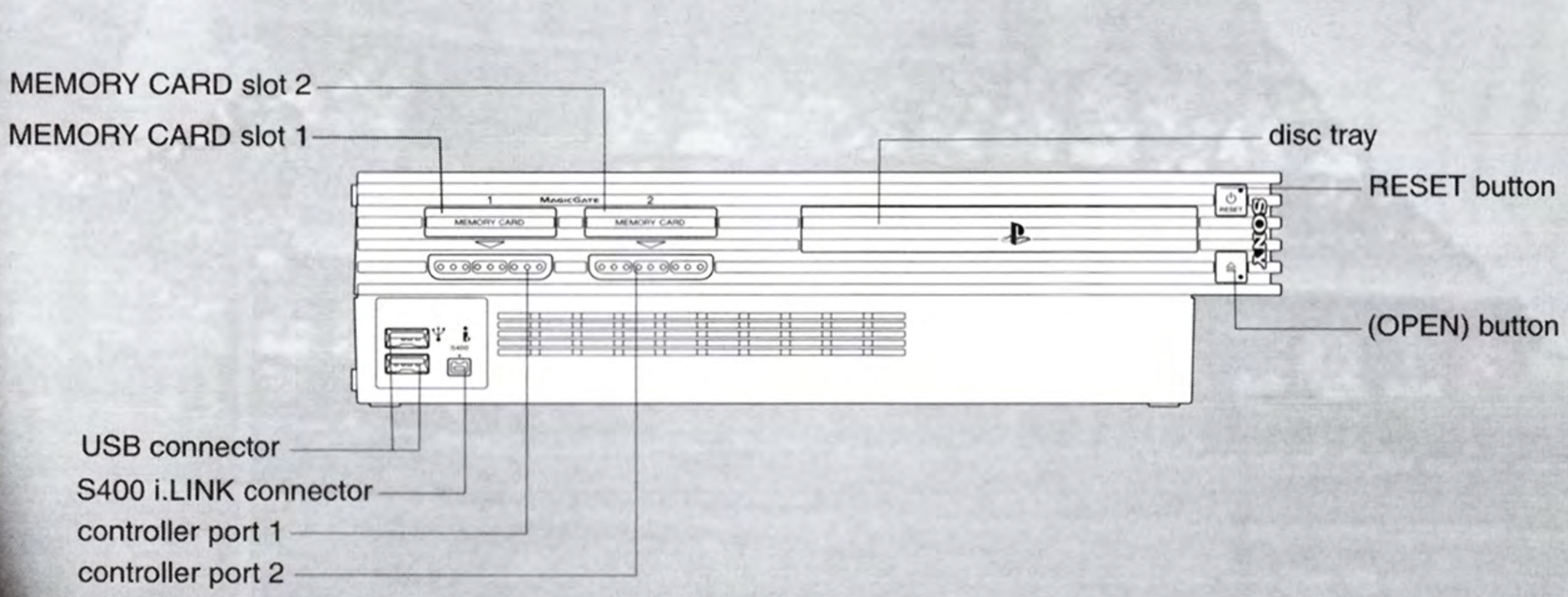
CREDITS ..... 23 - 24

WARRANTY 26

GETTING STARTED

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button.

When the power indicator lights up, press the open button and the disc tray will open. Place the MLB Slugfest 20-03™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.



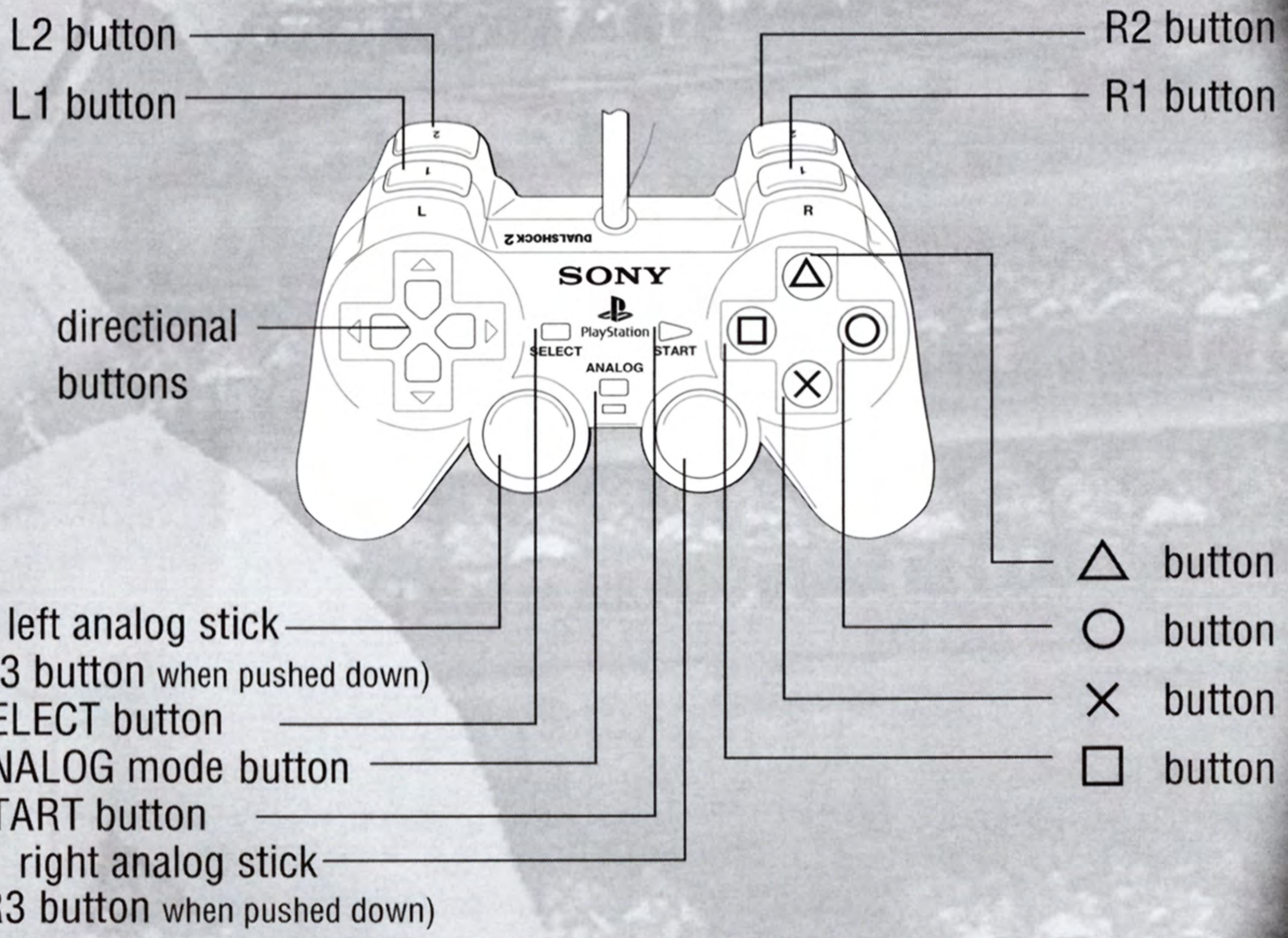
MENU/SUB-MENU NAVIGATION

Throughout this manual, ↑, ↓, ← and → will signify pressing Up, Down, Left and Right on the Directional button. To navigate through the game menus (i.e. Options), use the Directional button (↑, ↓, ← or → depending on the menu) to highlight a selection. To activate a selection or access the next menu, press the ⊗ button. To go back to the previous menu and/or cancel the previous selection, press the △ button.

STARTING UP

MLB Slugfest 20-03 does NOT recommend or support "Analog Joystick" controllers that are not DUALSHOCK®2 analog controllers.

DUALSHOCK®2 CONTROLLER CONFIGURATIONS

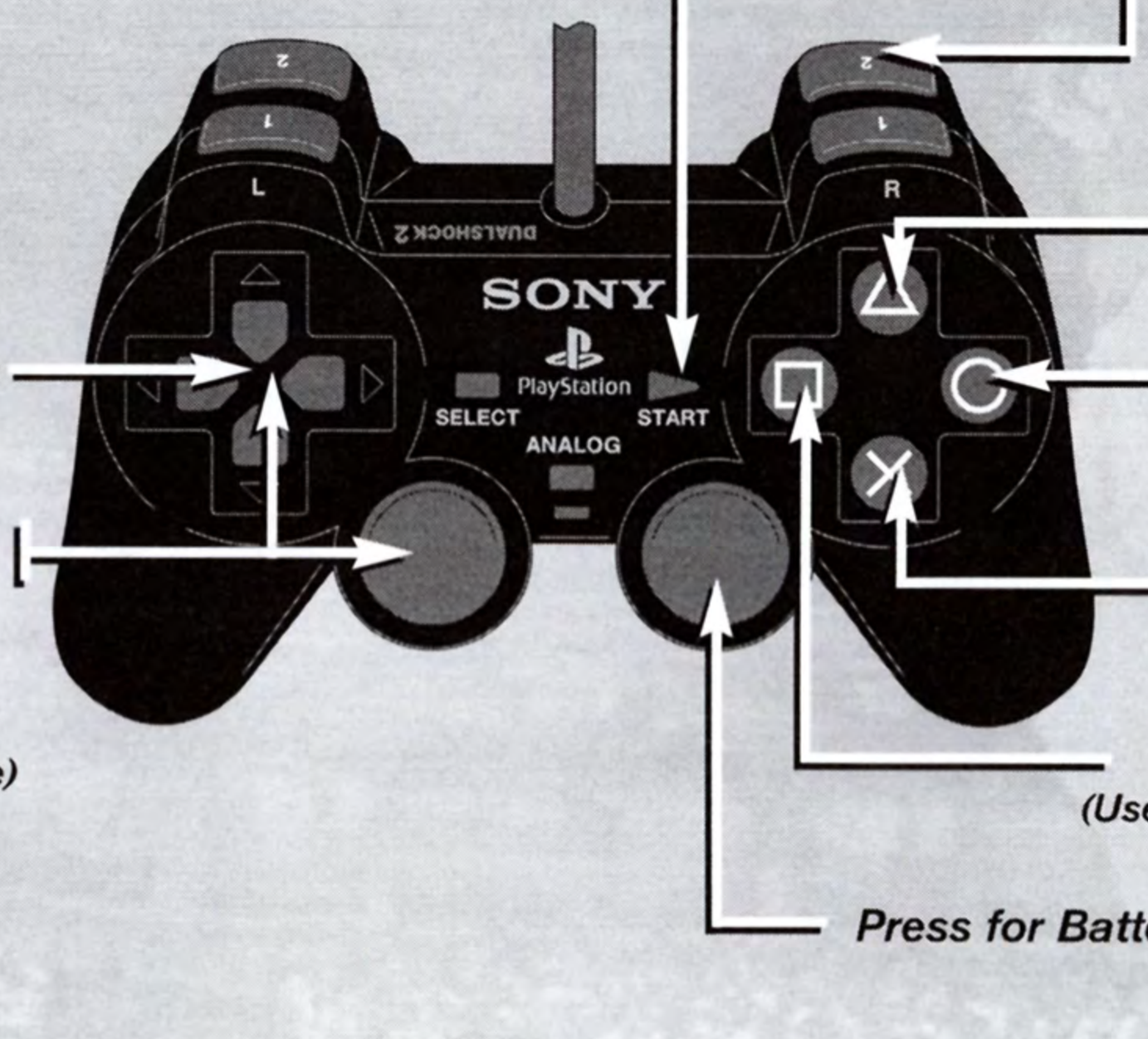


QUITTING A GAME IN PROGRESS

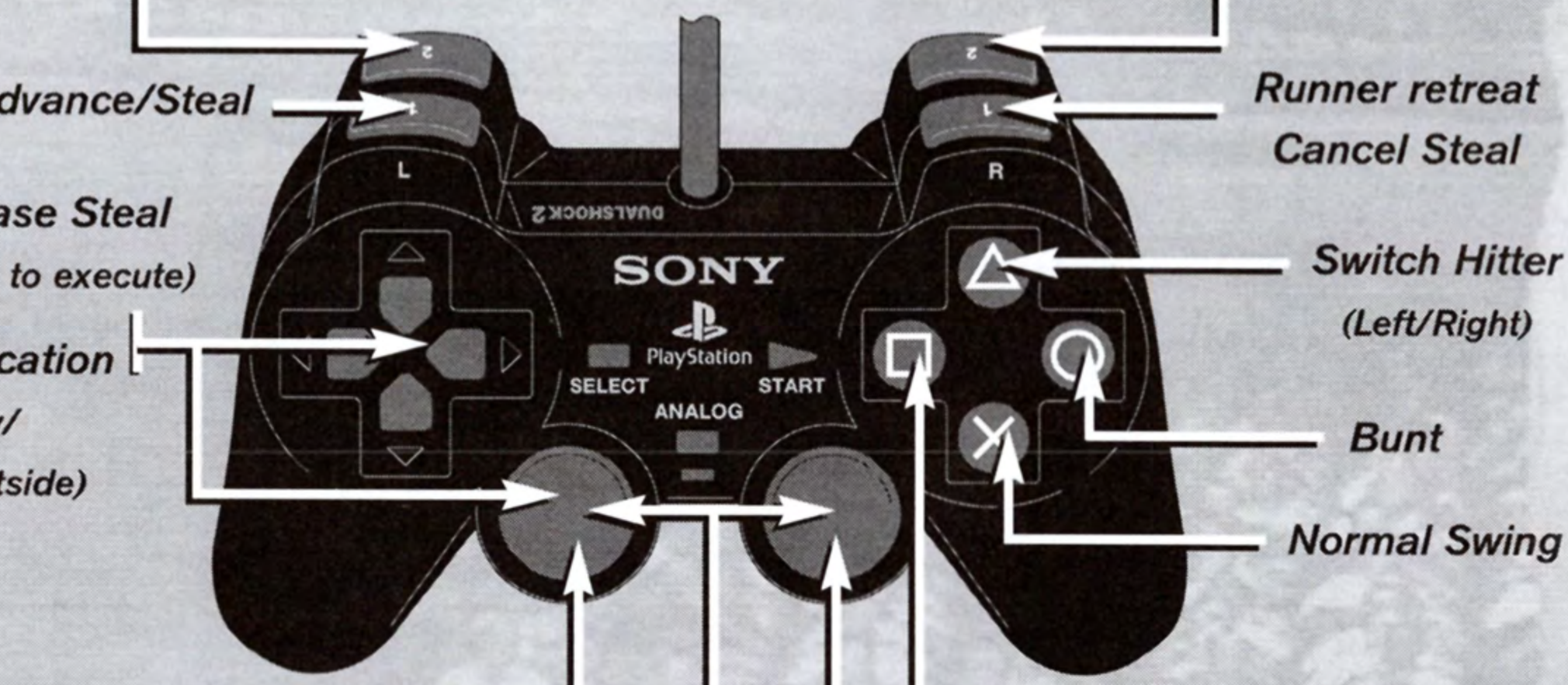
To quit a game in progress, press the START button during the game. The Pause Options Screen will appear. Select Quit, then confirm by selecting Yes. You'll then return to the Main Menu.

DEFAULT CONTROLS

PITCHING



BATTING



Press both the L3 and R3 buttons to speed through plays early.
This works during Batting, Base Running & Fielding

DEFAULT CONTROLS

BASE RUNNING

Turbo

Retreat

Advance

High Clear Out
Stiff Arm/Door Kick
(Requires Turbo)

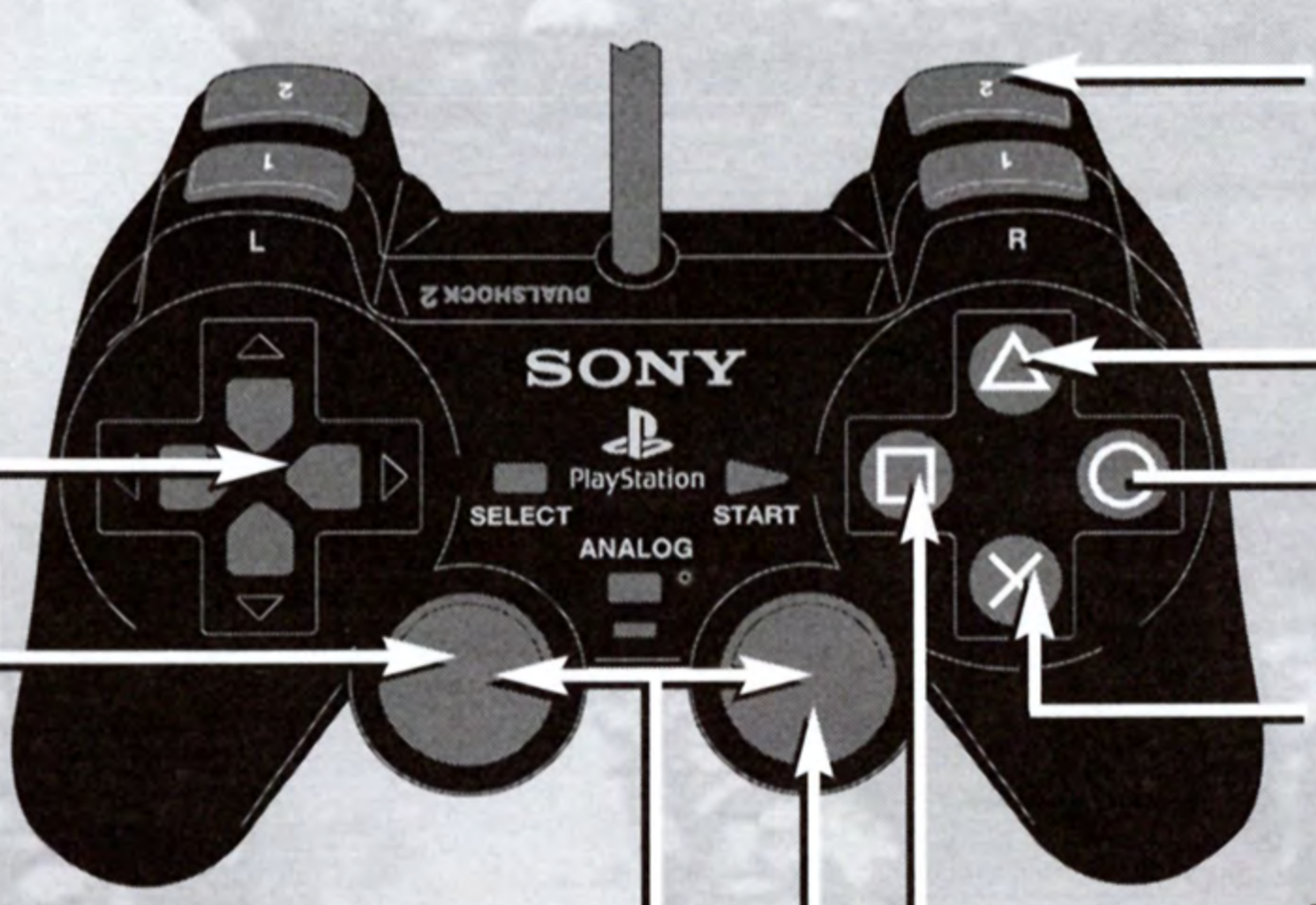
Determine Active Base Runner

Use with all runner commands (➡, ⬆, ⬅)

Runner Slide/Avoid
Use w/Turbo to Take out

End Play
Press both analog sticks to speed through plays early.
This works during Batting, Base Running & Fielding

FIELDING



Turbo

Jump/Dive

Run/Throw Direction

Hard Tag

Throw with Direction Press

Dive for ball

Change Player

Throw to Base

End Play
Press both the L3 and R3 buttons to speed through plays early.
This works during Batting, Base Running & Fielding

MAIN MENU

QUICKPLAY

Jump right into the thick of MLB Slugfest 20-03. You'll go to the Select Controller Screen. The player(s) will select ***Home*** *or* ***Away****, then select a team (see Selecting Teams, pg. 12). You'll then go straight to the first pitch.*

Note: In this game mode, you will NOT be able to enter your name to save game data and statistics.

CHALLENGE

This game mode allows you to enter a name and pin number, challenge a human player or challenge all 30 MLB Slugfest teams with complete stat tracking and full gameplay customization. Stats are saved to an entered name and pin number as long as you have a Memory Card (8MB) (for PlayStation®2) inserted in your PlayStation®2 game console (see Memory, pg. 9).

SEASON

See Season Mode, pg. 10.

TOURNAMENT

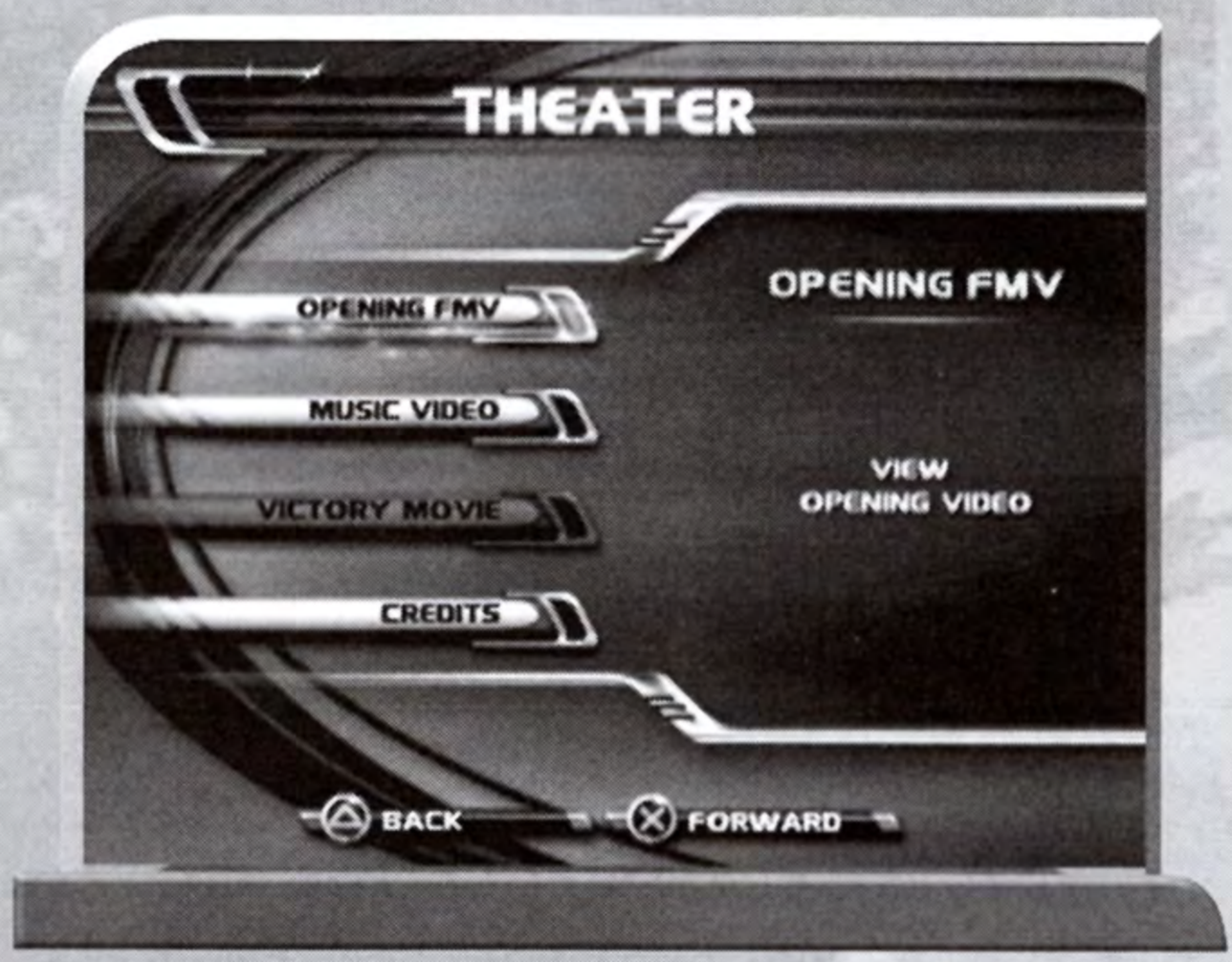
See Tournament Mode, pg. 11.

OPTIONS & MEMORY

See Options, next page. See Memory, pg. 9.

THEATER

MLB Slugfest 20-03 includes FMV and promotional material that may be viewed at any time. Once this option is selected, press the Directional button ⬆ or ⬇ to highlight an option. To the right, a brief description of the option will be displayed. Press the ⊗ button to select an option.



OPTIONS

MLB Slugfest 20-03 has an array of options available for you. Press the ⊗ button to access a set of options. Press the ***Directional button*** *⬆ or ⬇ to highlight options, then press the Directional button ⬅ or ➡ to cycle option settings. When you're finished changing options, press the △ button to exit the set of options. Here are the options:*

PLAY OPTIONS

Set the following options to set up the game's in-game options:

Skill Level

Set the CPU Skill Level to Trainee, Rookie, Pro, Veteran or All-Star.

Innings Per Game

MLB Slugfest defaults to 7 innings. You can adjust the number of innings you'd like to play to 4, 5, 6, 7, 8 or 9.

Balls

Although every pitch is hittable, MLB Slugfest allows you to play the game without any Balls called. The default option is ON. Select OFF to have only strikes called.

Vibration (Controller 1 and 2)

You can turn ON or OFF the Vibration feature for each player's DUALSHOCK™2 analog controller.

AUDIO

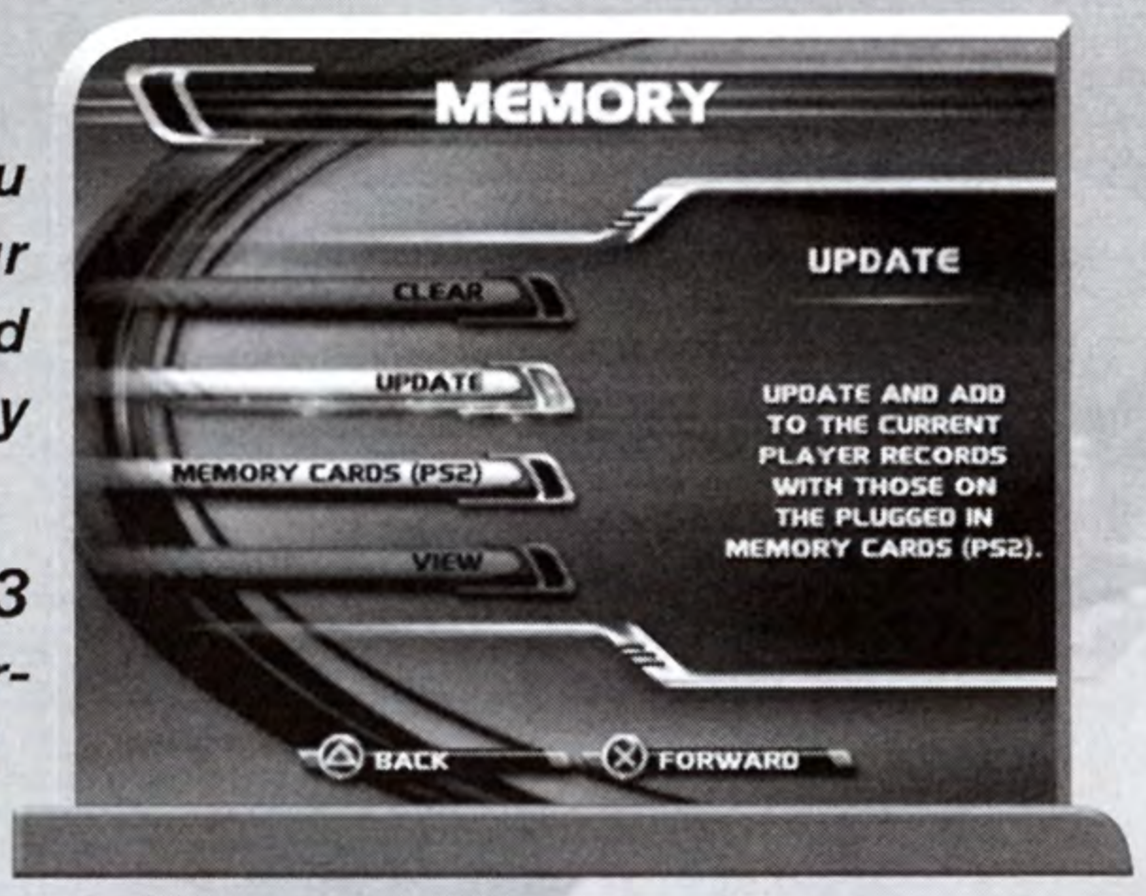
You can make several modifications to the game's audio settings. Press the ***Directional button*** *⬆ or ⬇ to select the option you want to change, then press the* ***Directional button*** *⬅ or ➡ to toggle an option ON or OFF or adjust the volume level.*

You can make adjustments to the Master Volume, Music, Sound Effects or Announcer voice.

MEMORY

MLB Slugfest 20-03 lets you save accumulated data to your memory card. We highly recommend using a Memory card to enjoy the many features you'll find in this game.

Each time you start MLB Slugfest 20-03 on your PlayStation®2 computer entertainment system, the game will read your memory card.



On the Main Menu, you'll find the Memory option. It offers several options for maintaining your game data on your memory card.

CLEAR

Clear all current player records for the players stored in memory.

UPDATE

Update and add to the current player list in memory.

CARDS

Load any saved records you have saved on your memory card.

VIEW

View Player Records saved in memory, and save them to your memory card.

SAVING AND LOADING

SAVE SEASON

Challenge, Season and Tournament modes allow you to Save and Load saved data to continue challenge, seasons and tournaments in progress. When you select a Save or Load option, available MEMORY CARD slots for saving data are displayed. Select a MEMORY CARD slot, then press the ⊗ button to access the data display area to the right. Select a slot within the memory card and press the ⊗ button to begin saving. Pop up windows will be displayed regarding the saving progress.

LOAD SEASON

You can manually load your saved season using this option. Select a MEMORY CARD slot, then press the ⊗ button. Any saved seasons will be displayed. Press the ⊗ button again to load the season.

> *It is advised that you do not insert or remove peripherals or memory cards once the power is turned ON. Make sure there is enough free space on your memory card before commencing play.*

SEASON

SEASON

Select a team, and play a 52 game MLB season. Stats and standings are all saved as you battle your way to the championship. You'll need a memory card to save your season (see Memory, pg. 9).

PLAY

If you already have a season underway, this option will be available to start or continue your season. When the option is highlighted, your next opponent is displayed to the right.

INFO

This option includes 5 categories of league info you'll need to keep track of your season's progression. It includes:

League Leaders	-	*Check out the stats for the league leaders.*
Team Stats	-	*Press the **Directional button** ⬅ or ➡ to cycle teams. Press the L1 and R1 buttons to choose categories and the L2 and R2 buttons to sort sub-categories.*
League Standings	-	*View the standings for each league.*
Team Schedule	-	*View your team's season schedule. Press the **Directional button** ⬅ or ➡ to view other teams, schedule.*
League Schedule	-	*View the schedule of games played per day.*

SAVE SEASON

See Memory, pg. 9.

LOAD SEASON

See Memory, pg. 9.

NEW SEASON

Use this option to begin your season. The Enter Name Screen will appear. Enter the name (up to 7 characters) you want associated with the new season.

*To do so, press the **Directional button** ⬆, ⬇, ⬅ or ➡ to highlight a character, then press the ⊗ button to select it. Repeat the process until you've spelled out the name you want, then select END.*

When the Team Selection Screen appears, select a team (see Team Selection, pg. 12), then adjust the Play Options (see Options, pg. 8). The Season Screen will appear again, where you can select Play to begin your new season.

TOURNAMENT

Here's a game mode for you and your friends. You can play a tournament with 4 or 8 teams. Once you select this game mode, the following options will be available:

PLAY

Once your tournament is setup, select this option to go to the Select Controllers Screen. Before you can select this option, you'll need to go through the following setup process:

NEW TOURNAMENT

NAME TOURNAMENT

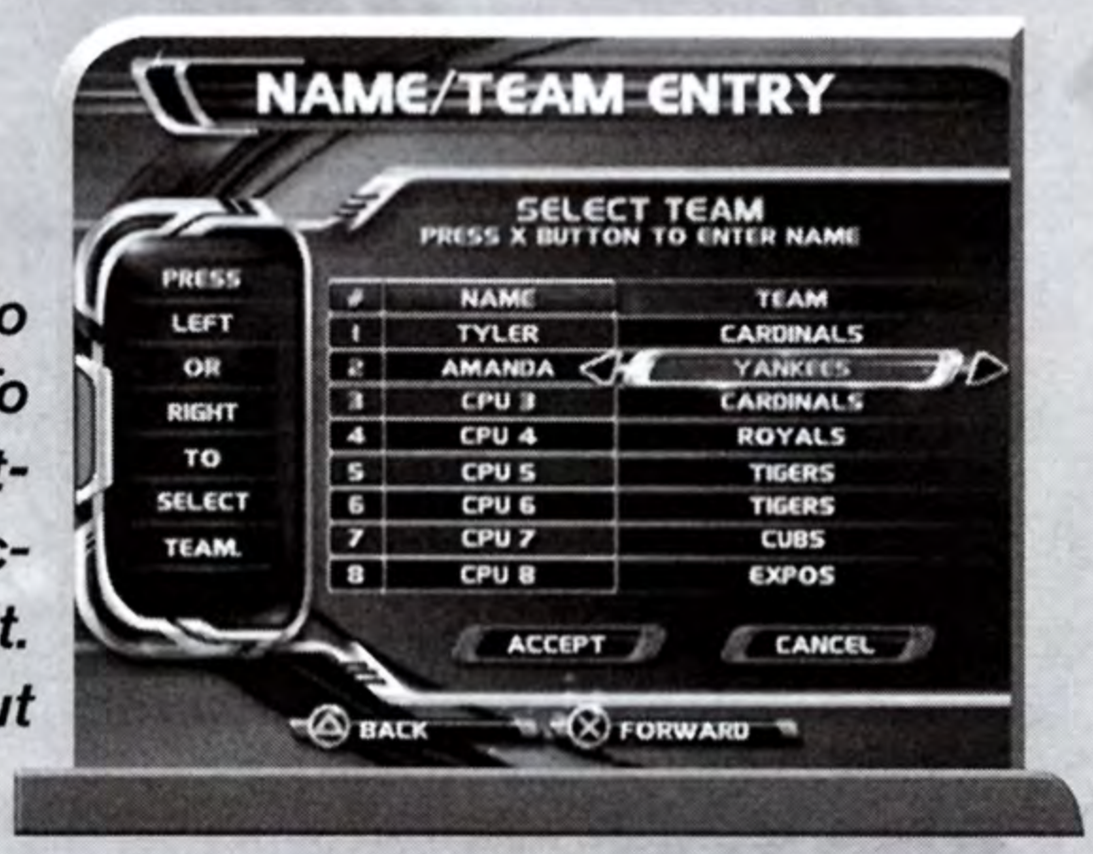
*To enter a name, press the **Directional button** ↑, ↓, ← or → to highlight a character, then press the ⊗ button to select it. Repeat the process until you've spelled out the name you want, then select END.*

TYPE OF TOURNAMENT

Select a 4 or 8 team tournament.

NAME/TEAM ENTRY

*Press the **Directional button** ← or → to select a Team, then press the ⊗ button. To enter a name, press the **Directional button** ↑, ↓, ← or → to highlight a character, then press the ⊗ button to select it. Repeat the process until you've spelled out the name you want, then select END.*



Each human player must complete this process to enter a name and select a team. You'll then be ready to select Play and begin your tournament. If no name is entered, the CPU will be the opponent. You are free, though, to select any team for the CPU. Highlight and select Accept to go to the Select Controllers Screen.

SELECT CONTROLLERS

*Press the **Directional button** ← or → to select the side on which you want to play. Each person must pick a side. Press the ⊗ button to continue on to the start of the game.*

SAVE TOURNAMENT

See Memory, pg. 9.

LOAD TOURNAMENT

See Memory, pg. 9.

SHOW LADDER

*To get a good look at the matchups for the tournament, select this option. Press the **Directional button** ← or → to view the entire ladder.*

PRE-GAME SETUP

Prior to each game, you'll need to complete the following options before you can begin playing:

ENTER NAME

This procedure isn't necessary for all game modes, but, when prompted, you'll want to enter a Name and Pin Number, so you can save stats and customized options to your memory card under that name. You can select YES, if you want to enter a name, or select NO to move on without entering a name.

NOTE: If you don't have a memory card, your stats and any option settings won't be saved once you power down your game console.

*To enter a name, press the **Directional button** ⬆, ⬇, ⬅ or ➡ to highlight a character, then press the ⊗ button to select it. Repeat the process until you've spelled out the name you want, then select END. Do the same to enter a Pin Number.*

If the game doesn't recognize your name and pin number, you'll be asked if you want to "Create a New Record". Select YES to do so and view your stats at zero. If you already have a record, your up-to-date stats will be displayed.

Once players have entered names and pin numbers, press the ⊗ button to go to the Select Controller Screen.

SELECT CONTROLLERS

*Press the **Directional button** ⬅ or ➡ to select the side on which you want to play: Home Team or Away Team. Each person must pick a side.*

SELECT TEAMS

Prior to each game, you'll need to select the team you want to use in your single game, season or tournament.

*Press the **Directional button** ⬅ or ➡ to scroll through the teams. Power rankings for Batting, Pitching and Fielding will be displayed.*

*Note: Try pressing the **Directional button** ➡ and the **START** button to randomly pick your team(s).*

PRE-GAME SETUP

ENTERING CODES

What would a Midway Sports game be without Power Up Codes? Just before your game starts, the Match Up Screen displays both teams. At the bottom of the screen, each player has a code window that contains 3 icons.

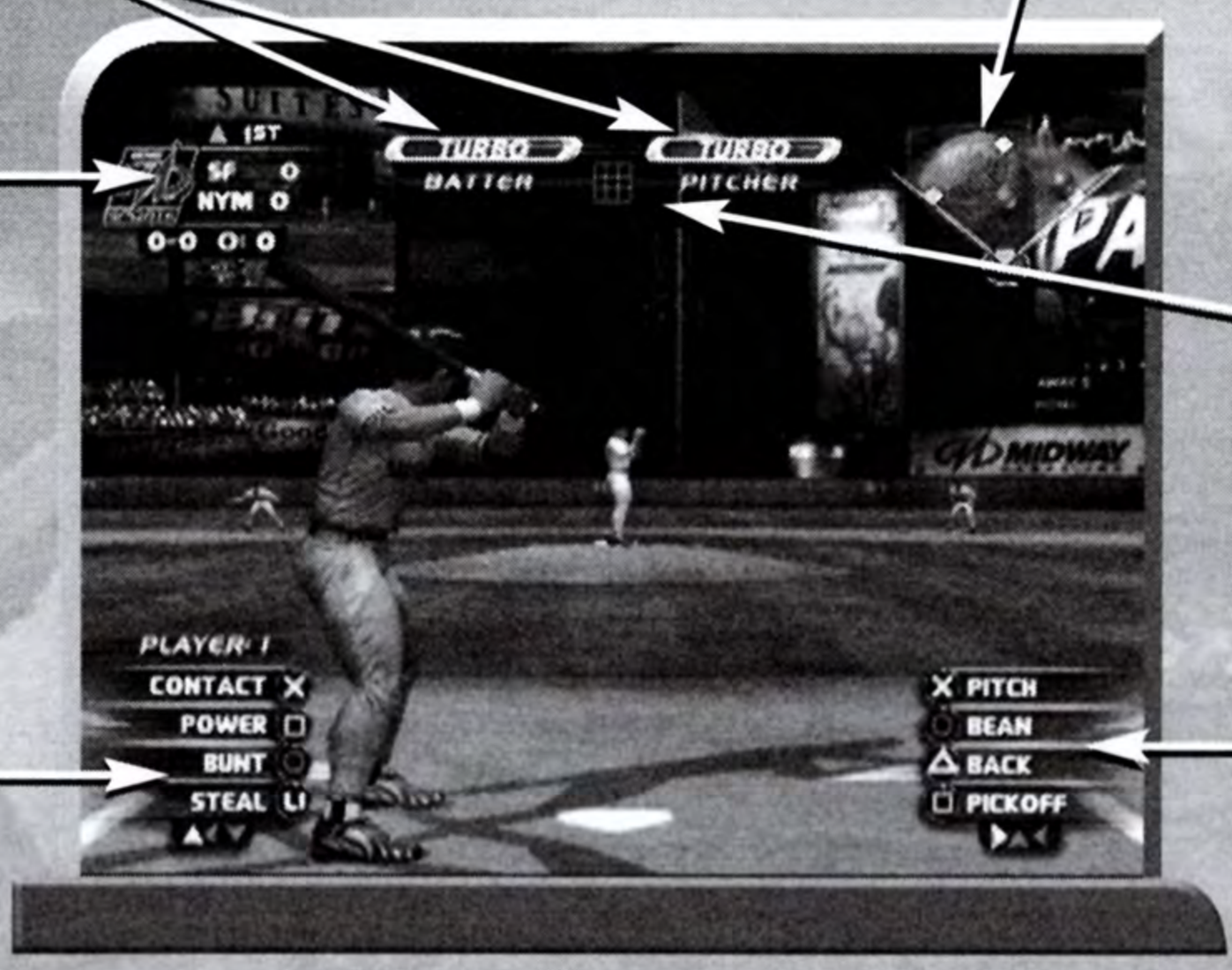
You can enter codes by pressing the ■ or L1 button (first icon), the ✕ or △ button (second icon) or the ● or R1 button (third icon). When the icons you want are displayed, press the Directional button ↑, ↓, ← or → to enable the code (not all combinations will enable codes).

To input more than one code, repeat the process. The codes you entered first will flash and remain on-screen. At this point, you can enter another code before the game starts. The first code you entered will be stored, as well as the second one. This screen appears only for a short period of time, so you'll have to be quick to input multiple codes.

NOTES

- *Each Code window contains a variety of icons, but in many cases, codes you come across will appear in number format (ie, 2-2-3 Up, 1-2-3 Down, etc.). This means, press the first controller button 2 times, the second button 2 times, the third 3 times and the **Directional button** ↑.*
- *Codes for MLB Slugfest 20-03 can be found in Strategy Guides, Magazines, on the Internet and with a little experimentation.*

PLAY BALL



Read below for a rundown of the information displayed on-screen as you play:

SCOREBOARD

Displays the game's Inning, current Score, ball and strike Count and Outs remaining.

TURBO METERS

Before a play starts, the Turbo Meters are fully colored, indicating you have the maximum amount of turbo available. As you use your turbo, the meter diminishes (see Turbo Maintenance, next page).

PITCH/BATTING CONTROLS

Pitching and batting controls appear on-screen during an at-bat. Batting controls remain the same for every batter, but the pitching controls change, based on the pitcher.

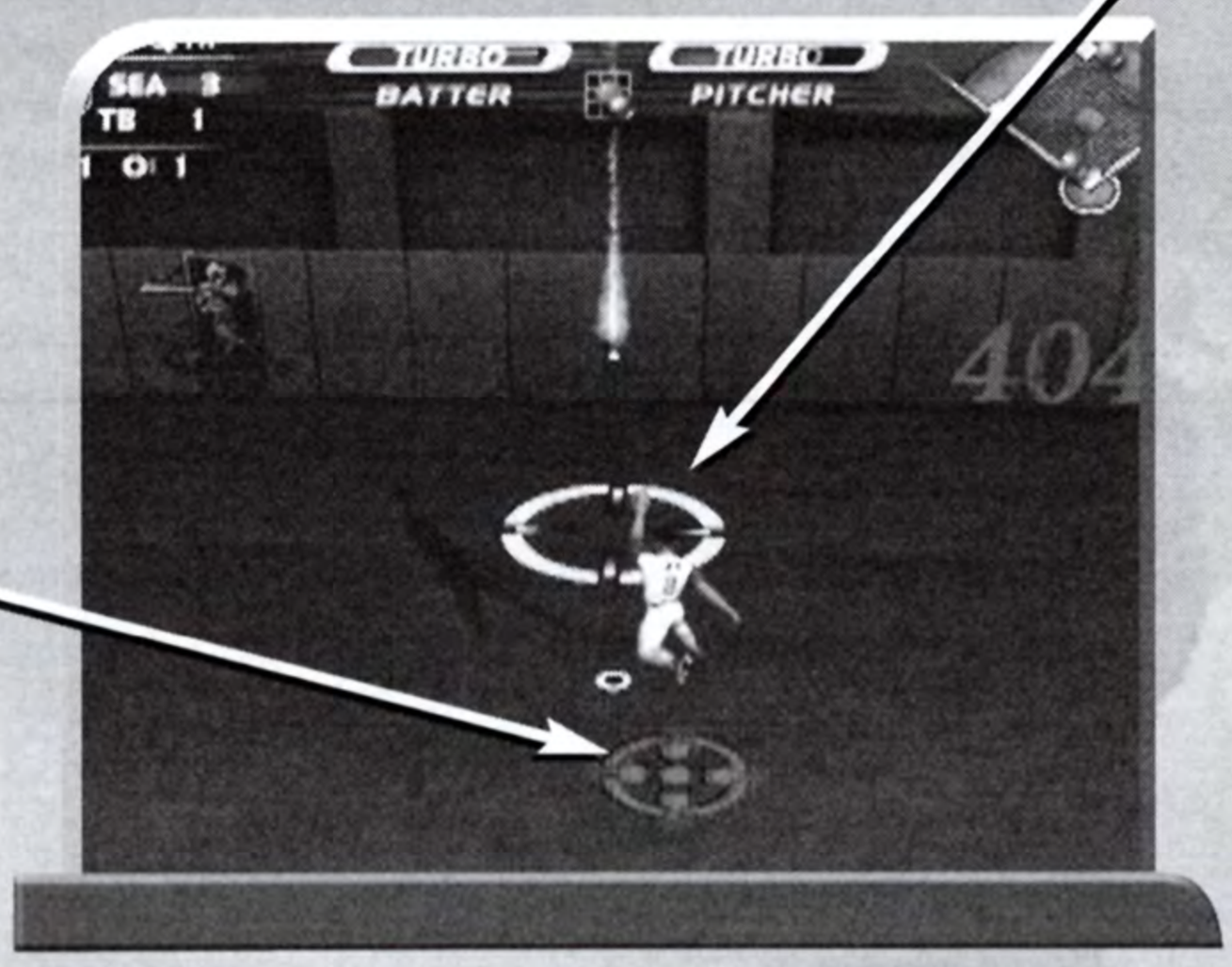
THE DIAMOND

In the upper right portion of the screen, the baseball diamond is displayed with colored dots representing offensive and defensive players. The color of the dots corresponds to the Home (red) and Away (blue) teams. As you run the bases, use this diamond image to keep tabs on your base runners.

STRIKE ZONE

Between the Turbo Meters is the green Strike Zone icon. After each pitch, the pitch location is displayed to let you gauge your aim. When the batter swings, another colored dot appears, displaying where the batter's bat passed through strike zone or where the ball struck the bat. The color of the dots correspond to whether you're controlling the Home or Away team (red or blue).

PLAY BALL



BALL DESTINATION TARGET

As a ball leaves the bat, a yellow target appears in the location where the ball will land. This gives you a destination to run toward or under in order to field the ball. The size of the target indicates the height of the ball. The higher the ball, the bigger the target. When batting, this is useful for determining the height of a pitch.

FIELDER CONTROL CIRCLES

Red or Blue Control Circles are fixed below the feet of a controlled player to let you know when you're controlling a player. These colors match the colors displayed at the Select Controller Screen (see pg. 12).

NOTE

As the ball is in flight, sometimes a red arrow points off-screen. This arrow points to the off-screen location of your active fielder. Pressing the ■ button allows you to take control of the fielder nearest to the ball and increases his speed.

ERRORS

Errors occur at random. Just hope it doesn't happen at a critical moment.

TURBO MAINTENANCE

Pay close attention to your Turbo Meter during a play. It diminishes fast. Don't just hold down the button, because the Turbo is limited to one half inning at a time. It recharges between innings. Scoring runs or making a special play will help to replenish your Turbo Meter during the inning. Otherwise, you'll be limited to default speed until that half inning is over.

TIP

Use your Turbo to run the bases. It's not out of the ordinary for a hard line drive shot into the outfield to turn into an out at first base.

PLAY BALL

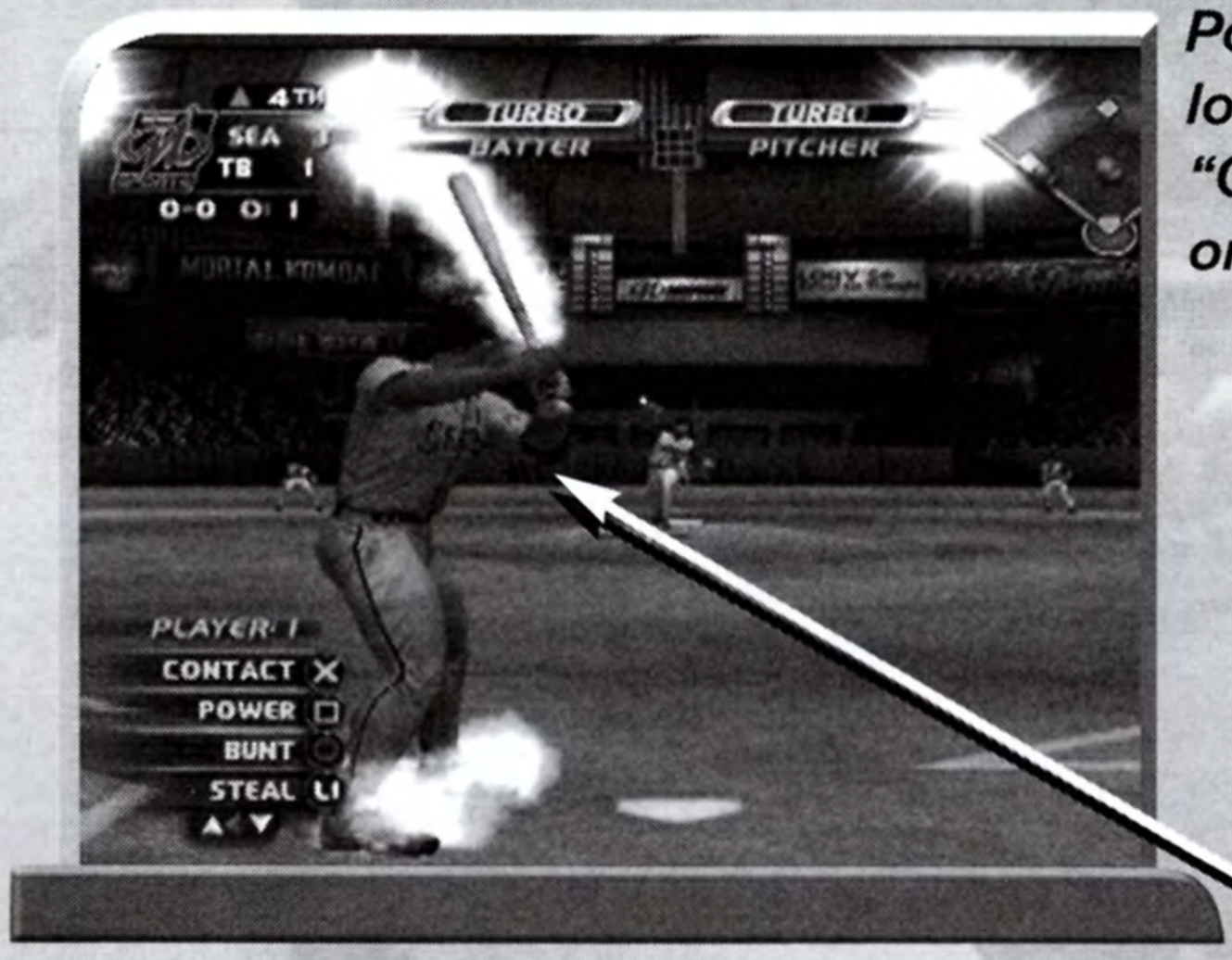
ON FIRE

All players have 3 major attributes: Batting, Power & Speed. Batting determines how likely a batter will hit into the gaps. Power determines how strong a player is when hitting the ball or making contact with another player. Speed determines how fast a player runs.

When hit with a Bean Ball, most of the time, your player will simply go to first base. There is also a chance that a player's attribute will weaken, depending on where he is hit. Over time, he will regain lost attributes. There is also a chance that your player will become enraged by the assault and explode in anger, increasing all his attributes. When this happens, the batter will catch fire and rush the mound for a little payback.

He will remain On-Fire, on the bases, on the filed and even when he comes to bat in subsequent innings. He will lose fire only when he's called OUT while running the bases.

Power, speed and success will follow your players once you achieve "On-Fire" mode and when you are on fire, your Turbo will never drain.



On-Fire at Bat (Orange Flames)

OFF THE FIELD

TIP SCREENS

During "Loading" screens, helpful tips screens are displayed to inform or remind you of some of the cooler features in MLB Slugfest 20-03.

COACHING TIPS
PICK-OFFS
CATCH SLEEPING PLAYERS OFF BASE WITH A QUICK PICK-OFF PLAY. INDICATE THE BASE TO THROW TO AND PRESS THE PICK-OFF BUTTON.
LOADING...

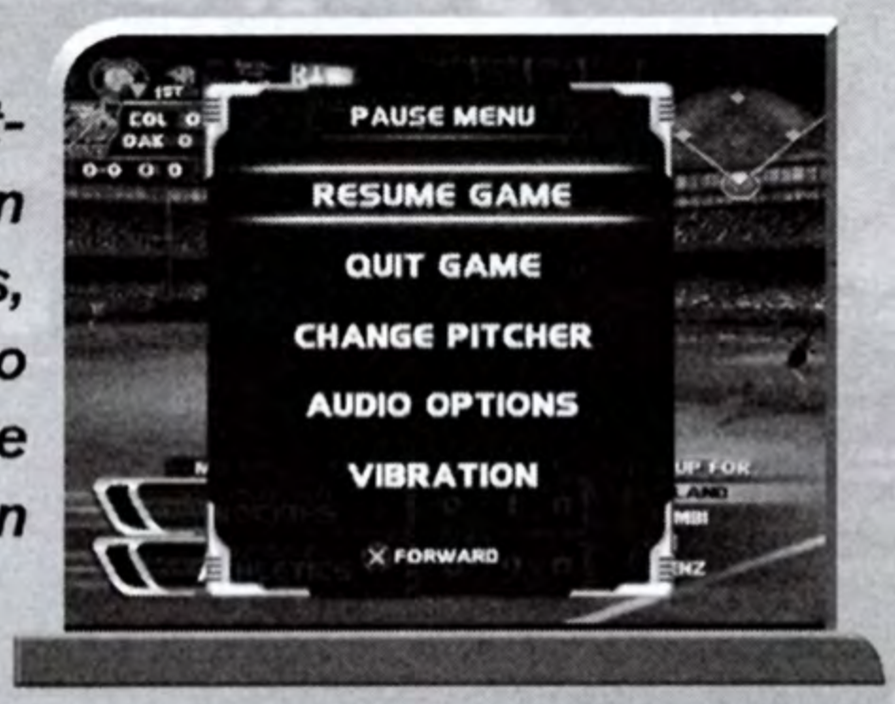
STATS SCREENS

END STATS
6 SINGLES 6
3 DOUBLES 1
3 TRIPLES 0
3 HOME RUNS 0
4 STEALS 4
2 DOUBLE PLAYS 0
0 TRIPLE PLAYS 0
15 HITS 7
12 STRIKEOUTS 8
NEW YORK YANKEES 2 0 3 3 1 0 4 0 0 0 13
TAMPA BAY DEVIL RAYS 0 0 1 0 0 2 0 0 0 0 3
1 2 3 4 5 6 7 8 9 EX FINAL
FORWARD

At the end of the game, statistics are displayed, so you can get an idea of which team may or may not be dominating the game. Press the ⊗ button to continue. You can then confirm or deny a Rematch.

PAUSE OPTIONS

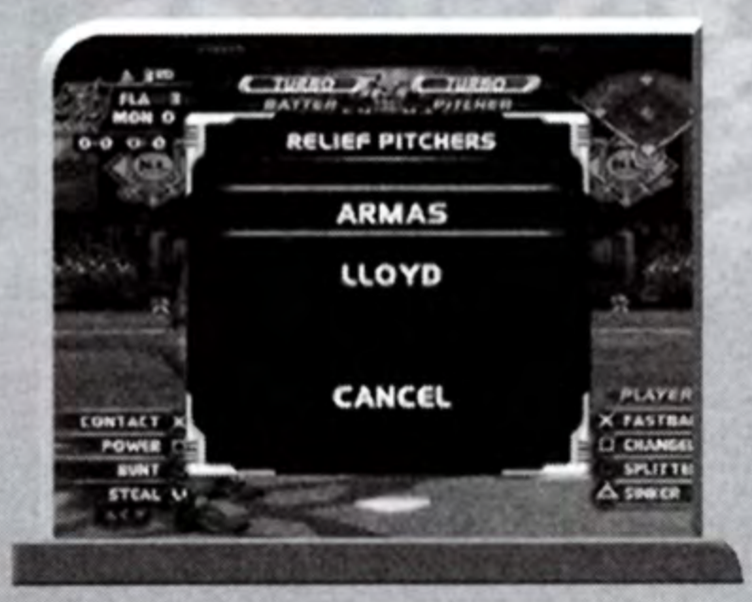
At anytime during the game, press the START button to view the Pause Menu Options. You can select Quit Game to quit a game in progress, change your pitcher (see below), adjust the Audio settings or turn your Controller Vibration feature ON or OFF. (see Options, pg. 8 for details on Audio and Controller options).



CHANGING PITCHERS

MLB Slugfest 20-03 makes it very simple to bring in a relief pitcher. Simply select Change Pitcher. You'll then be able to select your other starter or your closer. The new pitcher will then be on the mound and ready to go.

Note: This option is not available until you're team is in the field. You can't change pitchers while your team is at bat.



MANAGER TIPS

BASE RUNNING

LEAD-OFFS

While batting, all runners on base will automatically take a safe lead-off. Base runners will retreat automatically on pick-off plays unless the user designates otherwise. For example: If a base runner on first base is told to steal second, and the pitcher attempts a pick-off play to first, the base runner will commence on stealing second base. To cancel a "steal" command and retreat back to the current, the runner can press the (R1) button.

BASE STEALING

While batting, the offensive player may indicate to the base runners to steal the next base. This is done by indicating the target base with the Directional button or Left analog stick and pressing the "Steal" (L1) button. That will lock the "steal" command to the appropriate runner.

Each different runner may be given a "steal" command if desired, giving the player individual control of runner actions. So, with runners on first and third, the player may indicate that the runner on first base steals second, but the runner on third holds tight. Also, with a bases loaded, you may indicate that the runners on second and third, steal their next base, but the runner on first base stays on first. Pressing the "Steal" button without indicating a target base will cause all runners to steal. The Retreat button will cancel any steal commands.

ADVANCING BASE RUNNERS

While running the bases, the player may advance runners to next base possible by indicating the target base with the Directional button or Left analog stick and pressing the Advance button. Pressing "Advance" with no target base will advance ALL runners to the next possible base.

This system keeps the game simple at a beginner's level, but gives the more advanced player more control by allowing some runners to advance while others are retreating. You may only advance the runner one base ahead of his destination base (i.e. – You may only indicate to a runner going to first base, to take second base. When he is halfway to second base, you may indicate that he take third base, and so on. You may not indicate that a runner take home plate while he is running to first.

BASE RUNNING (CONT.)

RETREATING BASE RUNNERS

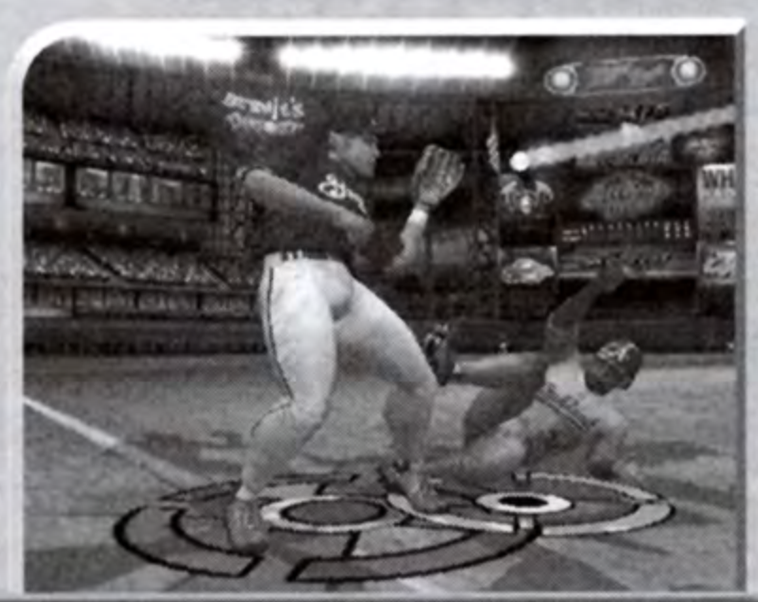
Retreat runners to the last base they "owned" by indicating the target base with the Directional button or Left analog stick and pressing the Retreat (R1) button. Pressing "Retreat" with no target base indication will retreat ALL runners to their last "owned" base. Again, allowing some runners to retreat while others are advancing. You may only retreat a runner back to his last "owned" base. For example: You cannot indicate that a runner goes back to first base if he has already reached second base. When the runner reaches second base, it becomes the new "owned" base. The only way a runner can retreat back past his last "owned" base is if he is tagging up.

SLIDING

A runner heading to a base has the option to "Slide" to the base in order to decrease the probability being tagged out. Since "tag outs" to runners happen automatically on normal standing contact to fielders, a slide will cause the fielder's tag to reach the base runner a bit later than a normal tag, not to mention it will look cool.

The runner may execute the "slide" by indicating the target base with the Directional button or Left analog stick and pressing the Slide (⊗) button. When the "slide" command is given, the move will execute when the runner reaches the appropriate distance from the target base. A slide will not execute if the runner is too close to the target base. Pressing the Slide button with no target base will cause ALL base runners to slide into the next base. Again, allowing some runners to slide while others are performing some other action. Slides will not use up any 'turbo,' but will slowdown your run momentum for advancing to a further base.

SLIDING TAKE-OUTS



Sliding Take-Out moves such as "leg sweeps" can be performed by indicating the target base with the Directional button or Left analog stick, and pressing the Turbo + Slide (R2 + ⊗) buttons simultaneously. The sliding runner will perform a 'take-out' move at the end of the slide. If the 'take-out' move contacts a fielder, it will cause the fielder to be knocked off balance (flail), potentially disrupting his play.

A flailing fielder is less likely to catch a ball thrown to him, or if the fielder is holding the ball, there is a chance that the ball may be knocked loose and the runner will not be called "out". If no target base is indicated, the move will not be executed. If the active fielder anticipates a 'sliding attack', he can press the Jump (△) button to jump over and avoid the attack. While the fielder is air-born, he can throw the ball freely. Sliding attacks will utilize a big chunk of turbo.

MANAGER TIPS

On-Base Scuffles

Fielders can perform extra tags to a on-base runner by pressing the Hard Tag (◉) button. This has no real value other than it feels good to do. However, the pressing Turbo + Hard Tag (R2 + ◉) buttons does have value in that it will drain some of the base runner's turbo.

On-base runners can defend themselves from fielders performing extra-curricular tags by pressing the Clear-Out (◉) button. This will give a shove to the fielder and clear him away from you. The runner also has the ability to "pop" the ball from the fielder's hands by pressing the Turbo + Clear-Out (R2 + ◉) buttons simultaneously. The likelihood of this is determined by the player's power attribute versus his fielding attribute.

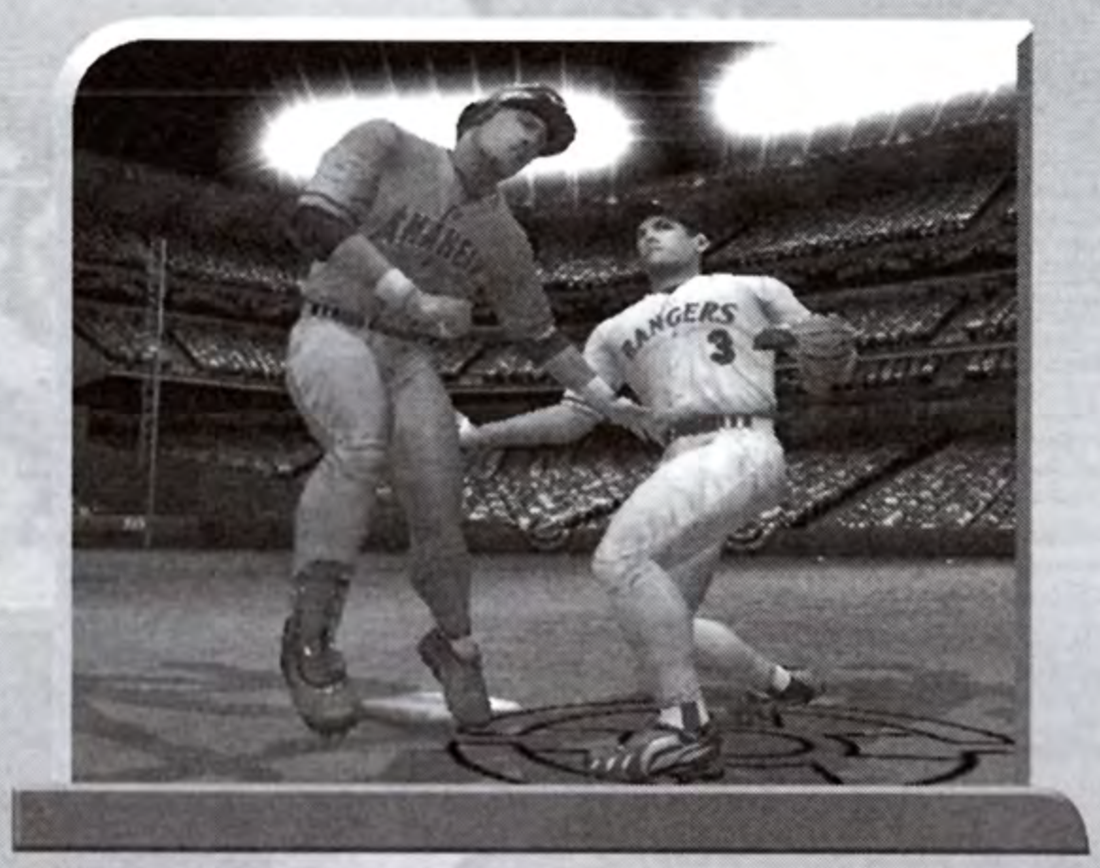
Base Running Clear-Outs

Base runners can avoid being tagged out by clearing out pesky fielders in the base path in the form of a "stiff-arm" or "door-kick" type move. These 'clear-out moves' may be executed by the base runner by pressing the Clear-Out (◉) button. If runner makes contact with the fielder while executing an attack, the fielder will be knocked off balance (flail).

If the fielder is holding the ball, and the attack makes contact before the fielder can make the tag, there is a chance that the ball will be knocked loose and the runner will not be called "out". 'Clear-outs' will use a good chunk of "turbo" for each runner performing the move. The result of the 'clear-out' is determined by a player's Power attribute versus the fielder's attribute.

Fielder Tags

A fielder may tag out a runner by either simply making body contact with the runner while the ball is in his throwing hand, or he may perform a longer reaching "hard tag" to the runner by pressing the Hard Tag (◉) button. You must press the hard tag button to tag out a sliding runner. Hard tags are also useful in countering a Base Runner Clear-Out, as it will disrupt his attempt to knock you over.



MANAGER TIPS

TURBO

A full turbo meter will be awarded at the start of each full inning. Using Turbo while performing moves will, in most cases, enhance those moves. If turbo is used while running, the run will be faster, if turbo is used while throwing, the throw will go farther and faster, etc. Some moves will drain "turbo" even if the turbo button is not being pressed. A "Base Runner Clear-Outs" is a good example. When these moves are executed, the Turbo Meter will automatically be drained the appropriate amount for that move. The turbo meter will not automatically be replenished during an inning, but there may be special events that will replenish turbo energy.

Use your turbo wisely! The turbo meter will not automatically be replenished during an inning, but there are events that will replenish turbo energy. On Offense, you may regain turbo by stealing bases, scoring, and watching a pitch for a "ball." On Defense, you may regain turbo by getting players out and fooling a batter with a "strike."

BATTING

AT THE PLATE

Every pitch is hittable! Timing is the most important element to SlugFest batting. Whether a pitch is high, low, inside or outside, if your swing is timed properly, you will make contact. How good of contact you make is determined by matching up the swing location to the pitch location. If your batter has a higher batting rating, he will make better contact even if he doesn't match the pitch exactly. The size of the yellow ball cursor will give the batter a clue to how high or low the pitch is. The higher the ball is from the ground, the larger the cursor will be, and the lower the ball, the smaller the cursor.

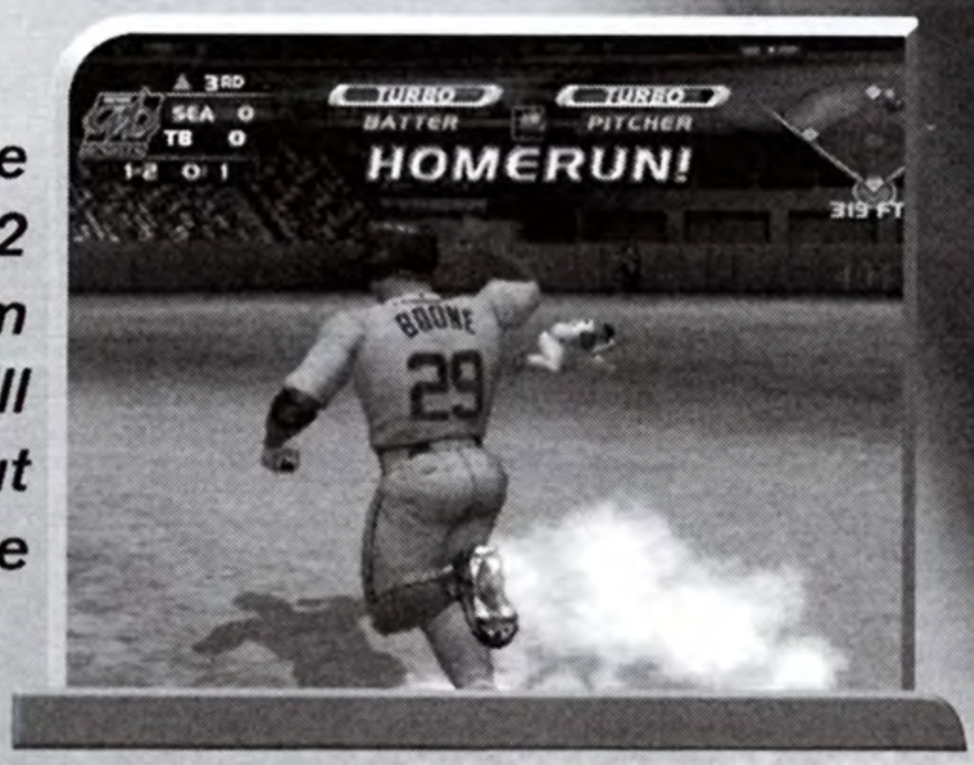
BATTING SWINGS

'Contact Swings' will deliver a nice safe swing, which have a high likelihood of landing a player on base. 'Power Swings' increase a batter's chances of hitting a home run, but with the drawback that if the swing is not matched up exactly to the pitch location, there is a higher chance of a bad hit to occur. 'Turbo Swings' will increase the power behind each type of swing, but will drain a chunk of turbo. Use your turbo wisely!

MANAGER TIPS

On-Fire Reward

SlugFest rewards good hitters with the opportunity to get "on-fire." It's our simple 2 for 2 for 2 rule. The first 2 batters on a team to hit 2 for 2 for 2 will catch "on-fire" and will retain this reward until they are tagged out on base (See On Fire, pg. 16, for more details).



PITCHING

Pitch Types

Every pitcher has his arsenal of 4 different pitch types. Holding down the Turbo (R2) button when pressing the Pitch (✕) button, will deliver an extreme version of the selected pitch, giving each pitcher 8 different pitches he can throw. Mixing up your pitch types and locations is a great way of throwing off a batter's timing!

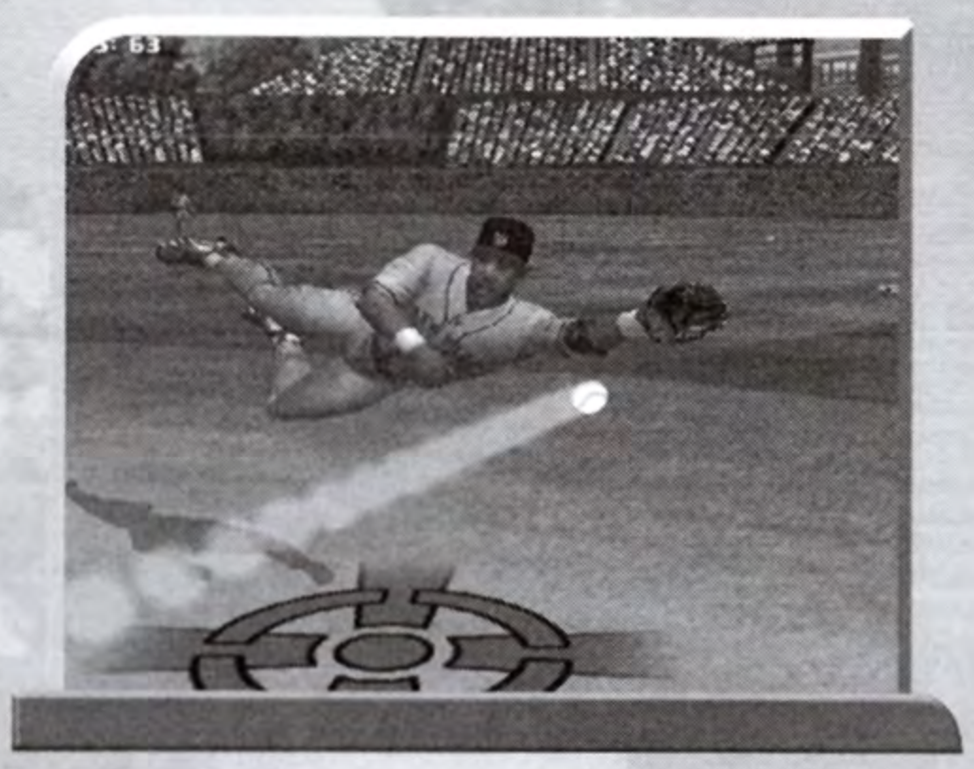
Changing Pitchers

Once the batters becomes acquainted with a pitcher's throwing speeds and pitch types, it is a good strategy to change your pitcher to introduce a fresh arsenal of pitches that will keep the batters guessing.

FIELDING

In the Outfield

When a ball is hit past an outfielder, immediately press your Change Player button to take control of the closest fielder to the ball. The player you are controlling in the field is noticeably faster than a CPU controlled fielder. If the ball is just out of reach of your fielder, press the Jump (△)button to leap at the ball and make the spectacular diving catch. Timing is critical in making diving catches. Practice, practice, practice!



CREDITS

MIDWAY HOME ENTERTAINMENT

PRODUCT DEVELOPMENT

Game Design ..... *Sal DiVita, Jamie Rivett & Mark Turmell*
Additional Design Support .. *Mark Flitman*
Project Management ..... *Matt Booty, Sal DiVita & Jamie Rivett*
Producer ..... *Mark Flitman*
Art Direction ..... *Sal DiVita*
Lead Programmer ..... *Jamie Rivett*
Software ..... *Drew Dormann, Dawson Kwong, Ken Lam, Dan Rose Randy Stocki & John Walsh*
Additional Software ..... *Jay Biondo, Jim Bulvan, Jon Greenburg, Mike Jones, Ed Keenan, Joel Seider, Mark Studenka, Jim Terdina, Steven Thomas, Dan Thompson & Jon Walsh*
Stadium Art Management ..... *Joe Flores*
Stadium Models & Textures ..... *Everado Acosta, Joe Flores, Victor Lopez, Mehran Torgoley, & Rhett Torgoley*
Technical Art Direction ..... *Martin Murphy*
Player Art Management ..... *Ben Tanaka*
Player Models & Textures ..... *Rick Chase, Lee Imes, Ed Ingle & Ben Tanaka*
Additional Art Support ..... *Katie Diebold, Jennifer Hedrick, Rich Markese, Martin Murphy & Taaron Silverstein*
Motion Capture Specialist ..... *James Gentile*
Animation Lead ..... *Sal DiVita*
Motion Capture Animators ..... *Charles Ghislandi, Tony Zeffiro, Alan Cruz, Brian Wright & Jeff Baker*
Motion Capture Support ..... *Steve Bowler, James Gentile & Dave Bennett*
Animation System ..... *Jamie Rivett*
Animation Compression ..... *David Horachek*
Art Tools ..... *Shawn Liptak*
Particle System ..... *Drew Dormann*
Effects Animation ..... *Matthew Gilmore*
Motion Capture Actors ..... *Sal DiVita, Frank DeAngelis, Ed Mathey, Tim Mulligan, Kevin Scott, Mke Scuglik, Ryan Sienko, Doug Bedinger & Travis Clark*
Bat Babes ..... *Summer Posey & Heather Tuning*
Interface Art ..... *Paul Barker, Sal DiVita, Stewart Fritz & Tracy Wright*
FMV ..... *Chad Greene, Nick Choles, Samuel Crider, Alan Cruz, David Mueller, Adam Norton & James Rohn*
Sound Effects & Music ..... *Dan Forden, Richard Carle & Vince Pontarelli*
Commentators ..... *Tim Kitzrow & Kevin Matthews*
Audio Programming ..... *Rob Martino*
Production Assistant ..... *Lee Ann Helmer*
Midway Management ..... *Neil Nicastro & Ken Fedesna*
Midway Legal ..... *Michael Burke, Nancy Fuller, Debbie Fulton & Robert Gustafson*
Testing Manager ..... *Hans Lo*
Test Supervisor ..... *John Ubalde*
Tech. Standards Analysts .. *Josh Stacy & Adam Bailey*

CREDITS

PRODUCT DEVELOPMENT (CONT.)

Lead Product Analyst . . . . . .Andrew Nguyen
Co-Lead Analysts . . . . . .Josh Begley & Kham Kaignavongsa
Product Analysts . . . . . .Mike Belair, Tony Hickman, Najja Hose, Dave Langat, David Lloyd, Lynda Nario, John Ricchio, Francisco Aldana, Vinh Chu, Loren Gold, Mark Studenka, John Tajuna, Eric Wackerfuss & Warran Wilkes

MARKETING

V.P. Marketing . . . . . .Helene Sheeler
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Dir. PR and Promotions . . . . . .Marci Ditter
PR Manager . . . . . .Jay Boor
Dir. Channel Marketing . . . . . .Christa Wittenberg
Marketing Support . . . . . .May Cam, Phil Marineau, Tim Mulligan

CREATIVE SERVICES

V.P. Creative Services . . . . . .Debbie Austin
Project Manager . . . . . .Erin Shems
Project Coordinator . . . . . .Sally Nichols
Sr. Graphic Designer . . . . . .Chris Vine
Creative Designer . . . . . .Gary Gonzales
Sr. Manager Documentation . . . . . .Jon Mongelluzzo

CREATIVE MEDIA

Rigo Cortes, Max Crawford, David Mueller, Christian Munoz, Bill O'Neall, Jack O'Neall, Adam Norton, Rick Nyburg, Chris Skrundz, John Stecenko, Beth Smukowski, Jim Tianis, Christa Woss, Larry Wotman

INTERACTIVE MEDIA

David Tokheim, Dawson Vosberg, Sean Gigremosa

SPECIAL THANKS

Alex Rodriguez
Curve
Dry Kill Logic . . . . . .Cliff Rigano, Dave Kowatch, Scott Thompson & Phil Arcui
RoadRunner Records . . . . . .Joan Blovin, Bob Johnson, Matt Polen, Edward Wohl, Michell Van Arendonk & Robert Caggiano
UpperCut Management . . . . . Joey Guyette, Kevin Spellman & Steve Huton
Syncope Entertainment . . . . . .Maissa Dauriac
MLBP . . . . . .Carolann Dunn, Morgan Littlefield, Rich Pilling, Michael Napolitano, Michael Posner & Stanley Tarr
MLBPA . . . . . .John Olshan, Eric Rivera
Alexander Global Promotions . . . . . .Kasey Thomas

Melani Windham, Ron Ludlow, Tom Taylor, Doris Lynch, Paula Cook, Diane Barton, Xina Mathews, David Greenspan, Echo Storch, Derek Crosby, Ann Denton, Tim Mantoani, Manning, Salvage & Lee, Ayzenberg, Visionworks, Horizon, John Vignocchi, Dave Pettigrew, Todd McFarlane, Terry Fitzgerald, Carmen Bryant,Graham Bell, Don Terbush, Brad Priller, Otto's Niteclub in DeKalb, IL. & Elisa Mathez

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